

# Flames of Rebellion

**A Star Wars (d20) Adventure**

**by Jeremy Bernstein**

The Republic has been swept away, and an Empire arisen in its place. Only a handful of worlds still dare to stand against Palpatine's New Order, but even those must fall eventually. Your only safety lies with a handful of freedom fighters, scattered throughout the galaxy. Assuming, of course, that you can even find them. An adventure for 6<sup>th</sup> level characters, characters provided.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Pass out the player characters based on class, gender, and/or race. Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described below. When they have prepared their characters, you may continue with the game.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## Adventure Summary and Background

*Flames of Rebellion* is set in the earliest days of the Empire, before the Rebellion is really under way. Emperor Palpatine has only recently seized control of the Republic. Most of the galaxy has already surrendered to his will, but a scattered few worlds still hold out against him.

The PCs begin on one of these worlds, Daimar, a human planet in a mostly Rodian sector of space (Greedo is a Rodian) that has always been fiercely loyal to the Republic. Daimar's monarch, King Mitar, has refused to give in.

The Empire has responded to Daimar's defiance by blockading and bombarding the planet. At this point, the populace is starving, people are in despair, and Mitar is facing little choice but to surrender. But he's not going down quietly.

The PCs have been chosen to attempt to run the blockade and flee the planet. They are all either people useful to the mission, or people Mitar really doesn't want to fall into the hands of the Empire. Particular among them is Senator Alet Komain. Komain knows all kinds of military secrets that would be invaluable to any insurrectionists who might try to stand against the Empire. Mitar wants that information off world, with his son, Prince Torrin, who is leading a small rebel cell. Komain's information would give him some real force to fight with.

This is the PCs mission: To flee Daimar and escape the Empire, then to locate Prince Torrin, thought to be on the planet Byrsym, and join forces with his budding rebellion.

## Adventure Synopsis

The PCs receive a short briefing from King Mitar before the Imperial invasion begins. They first flee the palace and get to their ship, fighting a few stormtroopers along the way. Then they run the Imperial blockade surrounding the planet.

En route to Byrsym, the PCs have to actually determine what their mission is, as each of them only knows a part of the whole story. They also should

figure out what their cover story is when they arrive. This is their downtime for some character interaction and planning.

Once they arrive, they make contact with some of their underworld associates, who lead them to Ballon, a Toydarian (Watto is a Toydarian) merchant who has sold weapons to Prince Torrin. Ballon arranges to set up a meeting between the PCs and the rebels.

But, before Ballon can give the PCs details, he is taken by the Imperials. The PCs have to work through one of his associates to find Torrin.

Ballon, when interrogated, is gonna squeal like a pig. Torrin knows this, and once Ballon is taken into custody, he and his crew make for the stars. But they know the PCs are looking for them. They leave a message behind that only the PCs can translate.

The PCs arrive at the hideout just slightly before the Imperials. They flee the hideout, stormtroopers at their heels, and make for their ship. Once they decode the message, they know where to go to meet Torrin. Presumably, they do so, and we roll the closing credits.

## Notes on PCs

Every character in *Flames of Rebellion* has certain hooks both for plot interaction and for inter-character interaction. These are some notes on the big ones, so you can keep an eye out for them and help foster them.

Shen-Ji Collun, Jedi Padawan, and Senator Alet Komain both believe that the other must survive for the good of the galaxy. Play them off one another. See who is more willing to sacrifice themselves first. Shen-Ji is also teetering on the edge of the dark side. Keep a careful eye on her behavior, and remind her of the gnawing fear and anger that she holds toward the Empire.

Nib Nubbu, Sullustan, has a sister who was in jail with him on Daimar. Nib was promised that she would be released safely and removed from the danger of the Empire if he cooperated. That said, neither he nor anyone else in the party has any idea how this was accomplished, or when or where they will be reunited.

Princess Wilena has latent Force Powers that even she is unaware of (though the player knows). If Wilena uses them, give Shen-Ji a See Force roll to see if she notices. The presence of a young, nascent Force user should excite this lone Jedi.

Grouaggerl, the Wookie, was heading home to see his family when he got stuck on Daimar. He doesn't know yet that the Wookies have largely been enslaved by the Empire, his family included.

Sliver, the Intelligence Operative, has his primary mission goal, but he has a secondary goal of protecting Wilena. He places an incredible import on this.

Also, many of the characters in this adventure are in search of family. Wilena, Shen-Ji, and Grouaggerl are all orphans of a sort. You can use this to draw the characters closer together, and to tug at their heartstrings at dramatically appropriate moments.

If you are running with fewer than six players, PCs first cut Grouaggerl, then Nib, then Shen-Ji. Scale down the combats accordingly.

## Notes on Style, Mood, and *Star Wars*

This adventure attempts to capture the cinematic flavor of the *Star Wars* movies. Some of the read aloud text describes certain camera angles or views, as if the action were taking place on a movie screen. This can add a lot of flavor to your game. Feel free to run with it.

Certain read-alouds are “cut-away” scenes. In cinematic terms, this is the scene where we wipe away from Luke and Han to the Death Star where we, the audience, learn that Princess Leia is going to be executed. The characters aren't aware of this, of course, but the story demands it. These scenes are there to add tension for the players, even though their characters are unaware that these events have transpired.

Also, nothing really makes a *Star Wars* adventure soar like using musical cues from the movies. If you have access to a portable music player, I highly suggest you use it. I'd particularly suggest getting access to the Main Title music, some closing music, a good space battle cut and a good ground battle cut. You may also want to use the infamous Cantina Band from *Star Wars* as background music at Emthuul's.

## Player Introduction

*The curtains open. The lights dim. Bright blue words appear on the screen. “A long time ago, in a galaxy far, far away...”*

If you have access to music, now would be a good time to play the *Star Wars* Main Title Theme. Then read the “opening title crawl.” If you don't have music, read the bracketed line at the beginning:

*[The opening fanfare blares forth, as the yellow titles crawl up across the stars.]*

*There is a New Order in the galaxy. Supreme Chancellor Palpatine, former head of the Senate, has declared himself Emperor. The Old Republic is no more, and the galaxy is now held tightly within the grasp of the new Galactic Empire.*

*Most worlds have willingly submitted to the Empire, rather than be plunged back into the chaos and despair of war. But lone groups of disparate insurrectionists wage guerilla battles against Imperial forces, and a handful of worlds still refuse to swear allegiance, desperately trying to hold firm against Palpatine's will.*

*Among these worlds is the lush planet Daimar, a central stop on the trade routes throughout the Middle Rim. Imperial forces hold Daimar under siege, blockaded and bombarded, hoping to force the planet to submit. Everyone knows that King Mitar must soon surrender, or be destroyed. For no world has managed to hold out for long against the might of the Empire...*

*The camera pans down from the stars to reveal Daimar, a lush, blue-green world, a shining gem in space. And into frame comes the unmistakable form of an Imperial Star Destroyer, harsh and cold against the vibrant world. The Star Destroyer fires a brilliant green bolt of energy down at the planet, bombarding the helpless citizens below.*

*Cut to the planet, the capitol city, relatively untouched by bombardment. The city builds up to a central peak, the Royal Palace rising high above the outskirts. Behind the city, blasts from the Imperials rain down on the countryside.*

Daimar has a unique blend of the ancient and the modern. Classical art and architecture are combined with technology in a unique, seamless way. The City has a archaic feel to it, the palace in the middle, but is obviously built from high tech materials. This sort of construction runs throughout Daimaran culture and architecture, and can be seen all over.

*Cut inside the Palace, to the Audience Chamber. A huge room, great metal columns supporting the ceiling, marble blast doors at either side, grand windows overlooking the city. On one wall is a large viewscreen, surrounded by an ornate frame, several control consoles beneath it. And, in the middle of the room, stand six figures, anxiously waiting to know why they have been summoned here.*

These, of course, are the PCs. Give them a chance to describe themselves, but try to keep it to brief physical descriptions.

## **Encounter One: King Mitar Speaks**

Interrupt somebody mid-sentence, as the room suddenly shakes violently. Reflex saves DC 10 for the

PCs to stay on their feet. Anyone who checks out the windows or at the computer terminals will see that the Empire has begun bombarding the city.

*The viewscreen suddenly crackles to life. On it appears an image of an elderly man, tired, but strong, King Mitar. His long white hair is held back by his golden crown. On one eye he wears an eyepatch, glowing electronics indicating it is some kind of prosthetic replacement.*

*"My friends. I'm sorry, but there is no time. I had hoped to speak with you at some leisure, but the Empire has begun bombarding the city and the landing forces are on their way down. Our pilots are scrambling to give you a diversion. They'll try to open a hole in the blockade. You must go, now. You're our only hope. Farewell. And may the Force be with you."*  
*The viewscreen goes black.*

Much of this speech should be focused to Wilena, particularly the "Farewell." Don't overplay it, as many of the PCs won't know yet that she's Mitar's granddaughter.

Grouaggerl's ship is at the main hangar. Any of the palace regulars know the way.

As they exit the room, another blast rocks the Palace, shattering the windows. DC 11 on a Reflex save to stay on their feet and avoid 1d6 vitality damage from falling glass. Out the window, Imperial shuttles can be seen landing within the city and countryside. Some land at the base of the Palace itself...

## **Encounter Two: Fleeing the Palace**

### **Open the Blast Doors**

The PCs flee down the hallways, the building shaking repeatedly. Get the running order from the PCs.

There's another massive rocking. Reflex save DC 17 to stay on their feet. This time though, the power goes out. The hallway is plunged into blackness.

Alarm klaxons go off, and the blast doors at either end of the hallway begin to close. The PCs won't notice this, until they find a lightsource. Shen-Ji's lightsaber will provide enough light to see by.

The blast doors will take two rounds to close (four move actions) from the point the lights go out. For purposes of this encounter, move actions should be treated like rounds. Make everyone declare each move action in initiative order.

It will take one move action for the first two people to get through the blast doors, two move actions for the second two, and three move actions for the last two.

Remember that getting a light out and getting back up on their feet require a move action.

Anyone who makes it through the door on the first move action gets through free. Anyone on the second move action requires a Dex check vs. DC 5. Anyone on the third move action requires a Dex check vs. DC 10. Anyone on the fourth move action has to make a Dex check vs. DC 20. Anyone failing a Dex check doesn't make it through that move action. Anyone who doesn't make it through on the fourth action is trapped on the other side of the blast door.

If people are trapped on the other side, the PCs will probably try to rescue them. This will take time. They can hotwire the door, DC 23 Computer Use or DC 18 Disable Device. Shen-Ji can also attempt to cut through with her lightsaber. This will take longer.

The amount of time that they take will affect how many stormtroopers are in the Palace by the time they reach the hangar. If they all get through, use the "No Time" tiers. If they hotwire the door, use the "Some Time" tiers. If they cut through, use the "Long Time" tiers. If they do something else, adjudicate accordingly.

### **The PCs Get the Shaft**

Once through the blast doors, the PCs reach the turbolift at the end of the hallway. The hangar is now three stories below them. However, without power, the lift won't come. They're going to have to open the shaft and climb down (about 15 meters).

There is an access ladder on the inside of the shaft, so it's relatively easy to climb down. Provided, of course, that no one's shooting at them. Which may not be the case if they leave the lift doors open when they climb down.

PCs can climb 5 meters per round as a full move action. Two PCs can enter the shaft per round. Again, be sure they specify their climbing order.

#### **No Time**

If no one was trapped on the other side of the blast door, the stormtroopers haven't made it this far yet. Don't let them know that, though. Keep them in suspense as they climb.

#### **Some Time**

If they took "some time" getting through the blast doors, the main body of stormtroopers finds them climbing. Only two can shoot down the shaft at once, but there are eight there total, to replace those that fall. They'll have to pull the bodies out of the way, first, so it will take a full round to get a replacement in.

Stormtroopers are at +2 to hit the climbing PCs. Plus, PCs lose their Dex bonus to their AC while climbing. Anyone who gets hit must make a Climb

check vs. DC 5. The lift car itself is one floor lower than the PCs' destination, 5 meters below them. If the PCs were clever enough to tie themselves together, make the PC above the falling PC roll a Str check vs. DC of the falling PC's weight divided by 10. If they fail, they lose their grip as well. Repeat as often as necessary.

Stormtrooper stats can be found as a GM Supplement.

#### **Long Time**

If they took a "long time" getting through the blast doors, only two stormtroopers running a sweep have found them. They can both shoot down the shaft at once.

Stormtroopers are at +2 to hit the climbing PCs. Plus, PCs lose their Dex bonus to their AC while climbing. Anyone who gets hit must make a Climb check vs. DC 5. The lift car itself is one floor lower than the PCs' destination, 5 meters below them. If the PCs were clever enough to tie themselves together, make the PC above the falling PC roll a Str check vs. DC of the falling PC's weight divided by 10. If they fail, they lose their grip as well. Repeat as often as necessary.

Stormtrooper stats can be found as a GM Supplement.

At the bottom of the shaft, give the PCs a Listen check, DC 10.

- **No Time:** There are sounds of a battle going on, not immediately outside the lift, but nearby. This is actually a battle in the hangar bay, which the PCs can join.
- **Some Time:** There are sounds of people moving by. This is a column of stormtroopers. They will pass by quickly, clearing the way for the PCs.
- **Long Time:** There are no sounds to be heard. The hallway is clear.

### **The Hangar**

Once they exit the lift shaft, the hangar is right around the corner. It's a large room, 150 m long by 150 meters deep. The wall opposite the entrance is open to the air, where ships can enter and leave. Fighters line the walls. Grouaggerl's ship, the *Wasaka*, is about 90 meters from the entryway.

The *Wasaka* is rather frightening to behold. It's a fringer's ship, a modified light freighter put together, like all of Grouaggerl's things, with spit and a prayer. It's rag-tag assemblage, that barely appears capable of flight.

What else is in there depends on how quickly the PCs got there.

### No Time

There is a pitched battle going on in here. 16 stormtroopers and 2 Imperial Officers are shooting at 7 Daimar pilots. Both are under heavy cover, hiding behind ships, droids, and various repair and diagnostic equipment.

Of course, the stormtroopers are taking cover from the pilots. They're pretty much completely exposed to the PCs, who are coming at them from behind. The PCs also get the benefit of a surprise round.

Stormtrooper, Officer, and Pilot stats are provided as a GM Supplement.

### Some Time

Eight stormtroopers and 1 Imperial Officer have just taken control of the area. Seven Daimar pilots have just surrendered to them, and are being searched, disarmed, processed, and restrained. The stormtroopers are unprepared for any kind of attack, and the PCs get a surprise round.

Stormtrooper, Officer, and Pilot stats are provided as a GM Supplement.

### Long Time

Eight stormtroopers and 1 Imperial Officer have secured the area. Seven Daimar pilots are seated on the ground, restrained with binders. Three stormtroopers and the Officer guard them, two stormtroopers are searching the other ships, and three stormtroopers are standing guard. The PCs are spotted as soon as they enter, and the stormtroopers will open fire.

Stormtrooper, Officer, and Pilot stats are provided as a GM Supplement.

PCs can gain cover if they stick close to the hangar doors. They can also take cover behind various bits of equipment. There's also a good chance that a clever PC might make a break for the *Wasaka* and try to use the ship's weapons against the stormtroopers. This will go very very badly for the stormtroopers.

If Shen-Ji goes into action with her lightsaber, she is the stormtroopers' target of choice. They won't fire at her if she's in melee with two or more other stormtroopers, or if they'd have to turn their backs to the rest of the PCs to have a shot. Note that this tactic is true of stormtroopers throughout the adventure. Aim for the Jedi first.

The Pilots will refuse to leave the planet with the PCs. They are prepared to fight fiercely for their world, to the death if need be. They will board their fighters and join in the diversionary strike to allow the PCs room to escape. The fighters are not equipped with hyperdrives, so the pilots won't be able to follow them.

Three pilots can be convinced to fly as escort to the *Wasaka*, until it can make the jump to hyperspace.

## Encounter Three: The Blockade

Okay. They've made it to the ship. But there's still the little matter of that Imperial blockade to be dealt with...

Once the PCs are safe in the ship and take off, read aloud:

*Cut to the palace exterior. Stormtroopers herd unarmed citizens, hands on their heads, along the streets. They all look up, suddenly, at the sound of drive engines firing, and a ship bursts forth from the Palace hangar—the Wasaka, flying free out over the city. A few blaster bolts are fired, in vain. Great plumes of smoke rise from the blackened, burning buildings. Across the countryside, the massive shapes of Imperial Walkers dominate the landscape, ruin and destruction in their path.*

*The ship pulls up and blasts away toward the stars.*

A quick check of the sensors reveals that most of the blockade is concentrated on the far side of the planet, where a pitched battle is being fought between Daimaran forces and the Imperials. There is a relative hole for the PCs to pass through. Or to try to, anyway.

### Hyperspace Coordinates

The PCs won't be safe until they jump to hyperspace. Someone will have to make an Astrogation check to plot their course. First they'll have to figure out where they're going. Not all the PCs know that they're going to Byrsym.

It takes a base of 10 rounds to compute the course, at a DC of 13. The PCs may choose to compute faster, at a cost of +2 DC for every round they shorten the time by. The *Wasaka* has a navicomputer that offers a +6 bonus to the Astrogation check. Anyone other than Grouaggerl must make a Computer Use check versus DC 15 to figure out how to work the jury-rigged thing.

If they wish, they can program in a random course at a DC of 10 just to get away from the blockade. They'll still have to escape the planet's gravity well, but they won't have to make the Astrogation check.

Remember, a failed Astrogation check means that they try again only at the end of however many rounds the calculation took.

## **Space Combat**

There are six positions to fill on the ship: Pilot, Astrogator, two turret guns, forward guns, and sensors/shields. Each position has a PC Handout associated with it. Let the PCs assign positions, and pass out the appropriate handouts to the PCs.

### **The Pilot**

In order to jump to hyperspace, they have to escape the planet's gravity well. This requires 10 Increase Distance actions from the planet. They do not have to be consecutive actions, and they are unopposed by the planet.

These Increase Distance actions do not count as Increase Distance from enemy ships. Only from the planet. However, they do not preclude the pilot from opposing any attempts by the enemy to close.

### **Sensors/Shields**

The *Wasaka* has a specialized shield system. It has 60 shield points per quadrant, i.e. 60 front, 60 aft, 60 port, 60 starboard. Shield points may be transferred between functioning quadrants via a Computer Use check at DC 5 +1/5 points of shields transferred. If a quadrant takes more than twice as much damage as it has shield points remaining, the shield generator blows and that quadrant is no longer operable.

Let the Astrogator determine how long he wants to spend plotting the course. This will help determine when the various enemy ships enter. It will take a minimum of 5 rounds for the PCs to clear the gravity well, so the combat will have to last at least that long.

Enemy ships enter as follows:

- Two wings of four TIE fighters each enter on the *Wasaka's* left quarter at Sensor range on Round 2 of the combat, and will attempt to close.
- Two rounds before the Astrogation calculation is complete, an Imperial Star Destroyer appears in the right quarter at Sensor range and launches another 5 wings of TIE fighters. The Star Destroyer is there to increase the tension.
- The Blockade Cruiser enters in between the other two. Space it out evenly depending on how long the Astrogator is going to take. It appears in their front quarter, also at Sensor range.

If the PCs have Daimaran pilots with them, bring in a third wing of four TIE Fighters. Let the fighters take out that third wing and two from another wing before they are taken out.

Once the Astrogation course is plotted, the PCs can jump to hyperspace. Read aloud:

*The navicomputer blinks ready as the helm acknowledges the coordinates. Without a moment's hesitation, you punch in the command. The stars outside the ship leap toward you, streaking into starlines, as your ship leaps into hyperspace, Daimar and the Empire now far behind you.*

## **Encounter Four: Breathing Time in Hyperspace**

The game starts off with a burst of action. Now the PCs get some time to rest, get to know one another, mourn those they left behind, and prepare for what is to come.

The trip through hyperspace has a base travel time of 36 hours, modified by the Astrogation role, for purposes of healing and preparing. This is the PCs' first real chance to relax. Encourage them to take some time to role-play.

Primary among the things they need to do here is figuring out exactly what their mission is. Each PC knows only a piece of the plan. They need to coordinate so they all know what to do.

The PCs may be feeling a little short on weapons. There are no additional blasters on the *Wasaka*. They might have picked up weapons from fallen stormtroopers. That's all right, but if the PCs try to carry Imperial military heavy blasters through customs, they're going to have to answer a lot more questions than they'll want to.

The other thing you should encourage them to do is plan their landing and cover story, if any. They'll be questioned when they arrive at Byrsym, and will probably want to have worked out a cover story in advance.

The PCs have all been on Daimar since the blockade began, so they don't know very much about Imperial policies. They should be able to guess that the Imperial attitude toward Jedi isn't terribly friendly. Shen-Ji may want to do something to disguise herself, particularly her distinctive Padawan braid. If she doesn't, there will be some questions later in the adventure.

## **Encounter Five: Imperials on Byrsym**

Byrsym is a world under Imperial control, something the PCs have never seen before. This section should give them a good idea of what that means, and force them into covert action to stay undercover.

## **Byrsym**

Byrsym is a pretty rowdy world. It's close to its system's sun and during the day, it's too hot to do anything. By night, the air cools down and the planet comes alive.

There's only one major Spaceport on the planet. It caters to merchants and travelers going back and forth between the civilized worlds and the Outer Rim, both legitimate and shady, and it caters to all their needs. Only maybe half the denizens make their living legally, but even they associate with criminals. The nighttime streets are always busy, always dangerous, and always full of excitement.

## **Arriving at Byrsym**

Read aloud:

*You emerge from hyperspace, catching your first glimpse of Byrsym. The sunlit side of the planet looks barren, and the dark side is too dark to see much of. The sparkling lights of a Spaceport gleam in the night.*

*As you enter orbit, the comm system crackles to life. "Unidentified ship, this is Imperial Spaceport Control. Please identify yourself."*

Spaceport Control asks for their ID, their last port of call, their destination, if they have any cargo to declare, and how long they'll be staying. Then they give the PCs docking clearance and tell them to dock in berth F27. As long as the PCs give plausible, non-inflammatory answers, Control will stay very perfunctory and neutral toward them. This is routine questioning.

If the PCs say or do anything to indicate that they've come from Daimar, Control will grill them as to when they left, where they left from, and a complete passenger manifest. There will also be added security once they land.

Control doesn't particularly want to speak to non-humans. If Nib answers, Control recognizes the accent and will be much harsher. If Grouaggerl does the talking, Control mutters a curse and demands to speak to someone that can speak "a civilized language."

Assuming there are no problems, the PCs then land. Read aloud:

*The Wasaka sweeps down toward the spaceport. The city sprawls before you. The buildings are no more than two or three stories tall, made of stone, lining narrow streets. The main thoroughways are crowded with people, active in the cool night, revelers, travelers, those hoping to go about their business with*

*no questions asked. And, on every corner, stands an armed Imperial stormtrooper.*

*The docking beacon leads you to berth F27, and the ship settles in to a landing. Waiting at the entryway is an Imperial officer, impatiently tapping his fingers on his datapad. He is flanked by three stormtroopers.*

The Officer is Commander Palmer. If the PCs gave Spaceport control reason to worry above, then Palmer is flanked by ten stormtroopers.

## **The Port Master**

Commander Palmer is the Imperial Port Master. He's in charge of the spaceport and its security, and takes his job very seriously. While he views anyone not part of the Imperial Military as a potential threat, he has a particular bias against all non-humans. Since humans are a minority on Byrsym, he is firmly convinced that the entire planet is going to explode into chaos at any minute, and he's prepared to maintain order at any cost.

He runs routine inspections of newcomers, confirming names and IDs. He also runs a weapons inspection. Heavy blasters are illegal on Byrsym for all but Imperial personnel. Any PC carrying one will have it impounded. Any PCs carrying stormtrooper blasters will be held for questioning.

Use the standard Imperial Officer stats in the GM Supplement section for Commander Palmer.

For the most part, as long as the PCs don't do anything out of the ordinary, Palmer lets them off without a problem. Use him to test their cover story, but don't push so hard it breaks.

He specifically questions the PCs about Wilena, asking who her parent or guardian is. Transporting minors between systems is a serious offense.

Palmer does not treat the non-humans in the party well. He looks down on Nib, and regards Grouaggerl as a menace. He refers to him as an "it." If Grouaggerl identifies himself immediately as the captain of the ship, he asks the PCs if any of them speak its language, and will address all questions to that PC. If Grouaggerl doesn't step forward immediately, or is pretending not to be the captain, he asks the other PCs "Who owns that Wookiee?" and admonishes them to "Keep it under control. I'd better not hear about any trouble with it." As they walk off, they hear Palmer muttering to one of the stormtroopers:

*"Feh. Wookies. Looks like they missed another one. They said they'd enslaved the whole blasted species."*

Let Grouaggerl chew on that. If he rips Palmer's arms out of their sockets, it will go very badly for the PCs.



NOTE: Be sure to tell the PCs that there are a few other Wookies seen about on the streets. The fact that there's a Wookie in the group does not make them instantly identifiable to the Imperials.

If you're running short on time, skip to Encounter Seven.

## Encounter Six: Underworld Contacts (Optional Encounter)

The PCs are now safe and sound on Byrsym. It's time for Nib to get to work, and see if he still knows anybody who knows anything.

### Gather Information Roll

Give Nib a Gather Information roll to see if he can find anyone that he knows.

- **1-17:** No one has heard of anyone you inquire about. But you do hear about a bar, a place called Emthuul's. They say that everybody goes to Emthuul's. You might try there. (Skip to Encounter Eight)
- **18-23:** You hear that someone named Malik, a Rodian acquaintance of yours, is in town. He's an absolute toady, but he was smitten with your sister. He might know something. You don't learn where to find him. However, you do hear about a bar called Emthuul's. They say that everybody goes to Emthuul's. You might try there. (Skip to Encounter Eight)
- **24 +:** You hear that someone named Malik, a Rodian acquaintance of yours, is in town. He's an absolute toady, but he was smitten with your sister. He might know something. He works at the Spaceport, as a translator.

### Malik

If they speak to Malik at the Spaceport, he will take them to his office where they can speak freely. If they encounter him at Emthuul's, they'll have to watch what they say.

Malik is an obsequious weasel. He's a survivor, as evidenced by the fact that he's a non-human working for the Imperials. He'll do whatever it takes to get by. He has a deep, completely unrequited love for Nib's sister.

Malik's stats can be found as a GM Supplement.

Malik immediately inquires after Nib's sister, and is sorry to hear about her situation. He doesn't know anything explicitly about Prince Torrin or rebel insurrectionists. He does know Ballon. Ballon arranged some large weapons buy recently, from what Malik has

heard. He does business regularly at Emthuul's every night, and can be found there.

Malik can also arrange for the PCs to buy weapons. He'll set up a buy for two heavy blasters, at double the normal price of 750 credits each. They can get other weapons at double or triple list price, at GM's discretion.

He also asks the PCs if they have somewhere to stay during the scorching hot day. He offers to let them stay with him. He tells them to meet him back at the Spaceport after their meeting with Ballon. This offer is completely sincere.

## Encounter Seven: The Explosion

As the PCs are preparing to leave the Spaceport, read aloud:

*Suddenly, the ground is rocked, and you hear a thunderous explosion nearby. You smell the smoke, as alarm klaxons blare.*

PCs can also see the smoke rising from the blast. This was a bomb planted at the Imperial barracks in the Spaceport by Prince Torrin. Imperial officers and stormtroopers run about in complete disarray.

If the PCs are with Malik, he'll advise them to get out of the Spaceport before the Imperials start gathering people to ask for questions. If they try to persuade him to escape as well, he claims he'll be fine.

If you skipped Encounter Six, the explosion occurs while the PCs are still with Palmer. He runs off to see what the trouble is, and the PCs are free to enter the city. Let them make their Gather Information check on the following table:

- **1-10:** You don't find anyone you know, but you hear that there's a bar called Emthuul's. Everybody goes to Emthuul's. You might find something there.
- **11-15:** You learn there have been some major weapons sales in town lately, plus the above.
- **16-20:** The guy selling the weapons does business at Emthuul's every night, plus all of the above.
- **21-25:** The seller is a Toydarian, plus all of the above.
- **26+:** The seller's name is Ballon, plus all of the above.

Either way, once the PCs are ready to go to Emthuul's, read aloud the following. This is a cut-away scene,

something the players are privy to, but not the characters.

*The screen wipes, as we cut away to a young man, standing on a rooftop with a pair of macrobinoculars to his eyes. He watches the cloud of smoke billowing up from the Imperial barracks with some degree of satisfaction. As he lowers the macrobinoculars, we see his handsome face—Prince Torrin, of the Royal House of Daimar. Wordlessly he turns and walks off, his cape billowing behind him.*

*Cut to a bright, glowing sign, printed with several different languages which all read the same thing—Emthuul's.*

## Encounter Eight: Everybody Goes to Emthuul's

### The Bar

Emthuul's is a large bar, catering to beings from any world in any shape or size. All the lowlives on Byrsym hang out here. It's the place to find anything you need.

When they enter, read:

*The bar itself is dark and even muggier than outside. The only lights on the tables, which give shadowy impressions of the patrons. All manner of species gather here, though the majority seem to be Dugs, Toydarians, Trandoshans, Rodians, Quarren, Twi'leks—all the least reputable species in the known territories.*

*The bar itself runs along the length of the room, winding along the walls, ducking into private rooms in the back, raising and lowering itself to accommodate species of all different heights. There does not appear to be a specific bartender, but a series of tendrils reach up from behind the bar along its entire length, pouring and serving customers.*

The tendrils belong to Emthuul, a massive snake-like creature. His body runs along the length of the bar. Dozens of tendrils, eyestalks, and respiratory stalks sprout out of his body. These serve and converse with the clientele. Emthuul is capable of carrying on dozens of conversations at once. Each respiratory stalk can carry on independent conversation. Emthuul is quite friendly, and completely trustworthy.

Emthuul's stats are given as a GM Supplement.

The barracks bombing is the number one topic of conversation around the bar. Rumors fly fast and furiously—it was an equipment failure, it was seditious rebels, it was a Jedi acting from beyond the grave. The one thing everyone agrees on, however, is that the

Imperials aren't going to let it slide. They'll find someone to blame for it, be they responsible or not.

If you like, let Shen-Ji overhear a group of aliens discussing the fall of the Jedi. "Better off without them, and their sorcerous ways." "Never could trust them." "Good riddance." That sort of thing.

### Looking for Someone?

If the PCs are looking for Malik, Nib (or anyone else, if they can get a picture) will need to make a Spot check (DC 20) to notice him. Otherwise, they have to ask around. Emthuul can point them to him.

If the PCs meet him here, play the scene from Encounter Six. Malik is much more guarded about what he can and cannot say in public. Once the PCs get what they need from him, he leaves to return to the Spaceport, and will offer to let them meet him there.

If the PCs are looking for Ballon, they notice one Toydarian standing out among the rest. He's arguing vehemently with a nasty looking Quarren, and seems to be getting the better of him. If the PCs listen, they hear that they are arguing over a selling price for some merchandise. Eventually, they reach an agreement and shake on it, the Toydarian looking very pleased with himself.

This is not Ballon, but another Toydarian named Teydo. He is a slaver, not an arms merchant, and he's complete scum. If asked if he's Ballon, he'll want to know who's asking. He won't tell them that he is Ballon, but will only admit that he isn't if directly pushed. Teydo tries to lead the PCs along, hoping to learn something from them that might be useful to him. He eventually offers to buy Wilena.

If the PCs ask around for Ballon, they get directed to a back room.

### Ballon

*The bar runs right along the wall and through a curtained doorway leading to a back room. Standing before the entryway is a Trandoshan, his reptilian arms folded across his chest. "What do you want?" he growls in Rodian.*

The entry to Ballon's back room is blocked by Sskal, a Trandoshan thug. He's not terribly bright, but he's pretty tough and fiercely loyal to Ballon. He tells the PCs that Ballon is with a client at the moment, and they'll have to wait.

Sskal's stats may be found as a GM Supplement.

In addition to Sskal, Ballon has a Dug in his employ (Sebulba's species) named Tarula. Tarula is sitting at the bar near the curtain, keeping watch but not looking like he's keeping watch. Give the PCs an opposed Spot Check versus Tarula's Bluff (+14) to

notice that they're being watched. A successful opposed Sense Motive versus his Bluff will reveal why he's watching. Either Force-sensitive character can use the appropriate Force Skill to determine this as well.

Tarula's stats may be found as a GM Supplement.

After a few minutes, the curtain leading to the back room opens slightly, and someone whispers something to Sskal. Sskal nods, then turns to the PCs and tells them Ballon is ready to see them.

Clever PCs will notice that Ballon's previous clients did not emerge. They went out the back way, through a trap door in the floor behind the bar, hidden underneath Emthuul himself.

*The bar reaches into the room, stopping in the middle on one side. On the far side is a little table. Floating just above the table, returning to his seat, is a Toydarian, smiling a big, friendly, tusk-filled smile. "Greetings, strangers. Tell me, what is it that I can do for you?"*

This is Ballon. He's a trader and a merchant, very easy going and friendly. He doesn't give a particularly shrewd appearance, and genuinely seems like he wants to help. This exterior covers the quick mind underneath, though. He'll deflect pointed questions with a laugh and a quick change of the subject.

Ballon's stats may be found under GM Supplements.

Ballon has been selling weapons to Prince Torrin and his insurrectionists and knows where to find them. But he's never going to give that information to strangers. If the PCs can convince him that they're friends and/or relatives of Torrin, the most he'll do is offer to send him a message and see if he's willing to meet with them. He asks them to return the next night, and he'll tell them what he knows.

Sskal will escort them out, and won't let them back in. Ballon stays in the room. Or so it appears. In actuality, he slips out the back way (which comes up in a neighboring building) and goes to pass the PC's message on to his contact with Torrin's people.

The PCs will want to find somewhere cool to spend the coming day. Malik has made an offer that they can stay with him.

## Encounter Nine: Everybody Goes Back to Emthuul's

### Meanwhile...

While the PCs are at Emthuul's, things have been happening at the spaceport. The Imperial investigation into the barracks explosion has picked up Malik. He

turns on Ballon in an instant. The Imperials pick him up next, and, under interrogation, he squeals like a Toydarian, giving the Imperials what they need to find Prince Torrin.

Fortunately for Torrin, he and his people have been preparing to leave ever since the bombing. Unfortunately for the PCs, Torrin is leaving and they're about to lose their only link. But Ballon does manage to get their message through to Torrin before he's picked up.

### Where'd Everybody Go?

Assuming the PCs return to the spaceport, they will be unable to find Malik. If they ask around, a minor technician will tell them that he was apprehended in connection with the bombing incident.

If the PCs don't immediately return to Emthuul's to find Ballon, or if they don't try to meet up with Malik again, they can spend the day at a public shade center. These are large open temperature regulated rooms with cushioned floors, where people can, for a fee, lounge during the hot days.

Eventually, the PCs may return to Emthuul's. Sskal is nowhere to be seen (nor is Tarula, if they even noticed him to begin with). If they ask after Ballon, they are told that he was picked up by the Imperials for questioning. No one knows about Sskal or Tarula.

Sskal was picked up with Ballon. Tarula, however, is hiding at Emthuul's. He's in the secret passage from the backroom, hidden under Emthuul behind the bar. If the PCs ask Emthuul about Tarula, he doesn't give them a straight answer right away. Give them an opposed Sense Motive (versus Emthuul's Bluff with a +10 modifier). Emthuul is snaking a tendril down to talk to Tarula, to see if he wants to speak to the PCs. Tarula very much would like to.

Emthuul will direct the PCs to the back room and lift himself up so they can slip into the secret room.

Tarula tells the PCs that Ballon had heard from Torrin's people, who want to meet with the PCs. Tarula is willing, if not desperate, to join the PCs, especially if it will get him out from under the noses of the Imperials. If the PCs agree, Tarula escorts them to Torrin's base.

## Encounter Ten: The Remains of a Rebel Base

### The Warehouse

Until very very recently, Torrin and his men made their base in an abandoned warehouse in the shadiest district of town. They have already left the planet. However,

since they know they're being looked for by both friends and foes, they've left a few surprises behind.

The building has only one entrance from the front, although there is a rooftop entrance. There is also access through the sewers, if the PCs think of it.

Tailor the following description to fit your needs. If you are running short on time, then you may want to cut out the rooftop exit, which will make for a longer escape. If you've got a ton of time, you may want to cut out the sewer exit, which is a pretty quick and easy way out.

***The warehouse is huge, 50 meters by 50 meters. The ceiling is covered with ducts and vents, and a catwalk accessed by a ladder, which seems to lead to a roof exit. The room itself is in shambles. Tables, chairs, sleeping rolls, and empty crates are strewn about the place. It's hard to tell if it was hastily abandoned or systematically searched. Standing free in the middle of the room, atop a sewer grate, is an upright chair with a small metal object on it.***

On the chair is an explosive, perched atop some sort of datarod. The data rod is the Holostick (see below).

An easy Search check (DC 10) reveals that the room is full of explosives, hidden under the random clutter. An easy Demolition check (DC 10) reveals that the explosives are not on timers, but are radio activated from a very nearby source. A moderate Search check (DC 15) reveals a pair of portable scanners positioned on either side of the entrance. A moderate Disable Device (DC15) check on these scanners reveals that they are set to monitor for very specific energy emanations, specifically, the energy emanations from stormtrooper power armor. If a stormtrooper enters the warehouse, the whole place blows. The roof/sewer entrances are also rigged.

Needless to say, if any PC entered in stormtrooper armor, you don't really need to worry about the rest of the adventure. If you're feeling kind, give one of the Force Sensitive PCs a very bad feeling just before the armor-clad PC enters.

### **The Holostick**

If the PCs activate the Holostick, read aloud:

***A three-dimensional image appears, projected from the Holostick. It is a sketch, seemingly in charcoal, of a female head. The image is captured in motion, turning her head as her hair twirls around. A caption rings around her neck: "As seen through her father's eyes..."***

If they try to figure out who it is a drawing of, give them a Wis check-- DC 6 for Wilena, DC 10 for

Senator Komain, DC 13 for Sliver. Anyone who makes the successful check recognizes the woman. It is not a particularly good likeness, but it is Princess Erra, Wilena's mother. Anyone who misses the roll by less than 5 thinks it is a sketch of Wilena. Grouaggerl, Shen-Ji, and Nib recognize it as such on a Wis check vs. DC 7.

Erra's father is, of course, the one-eyed King Mitar. Because of his one eye, he only sees in two dimensions. When the image is viewed from above and collapsed into two dimensions, it forms a star map of the galaxy, the image's spiraling hair forming the spiral arms. The map is covered with notations that anyone trained in the Astrogate skill will recognize as astrogation data, that will lead the PCs to Torrin's destination.

## **Encounter Eleven: Fleeing the Warehouse**

Lest we forget, the PCs are not the only ones on their way here. They just got here first.

When the PCs are ready to go, or sooner if they've cleverly left a watch at the door, the stormtroopers show up. There are more than forty of them, thirty on foot and fifteen on an armored skiff. Additionally, there are five officers on foot and another one commanding those on the skiff. They clear everyone out on the street in front of them, as they march down toward the warehouse.

There are also ten stormtroopers behind the warehouse, on guard, just in case anyone tries to blow a way out through the back. The PCs can see them out an upper level window, if they look.

The PCs have a little bit of time to figure out what to do, while the stormtroopers strike up positions before going in. Don't give them too much time. Keep calling out the muffled orders they hear from outside.

The PCs have three basic options here. They can stay and fight, they can flee through the sewers, or they can flee through the roof for the exciting rooftop chase finale.

### **Stay and Fight**

This is just a bad idea, which Tarula reinforces if the PCs don't figure it out on their own. The PCs can try to blast their way through nearly fifty stormtroopers. If they try to fight, the stormtroopers charge the building. Those on the skiff make for the rooftop exit and storm down inside. If a single stormtrooper makes it inside the warehouse, everything goes boom.

If the PCs try to go out the back, either by blasting or cutting a hole in the wall, the stormtroopers out there

open fire. The skiff joins them on that side of the building on the second round of combat, and the main troop will charge in through the front, which, as we know, ends badly.

## **Sewers**

This is the easy way out. The PCs can open the grate (Strength Check DC 15) or just have Shen-Ji cut the thing open. Once in the sewers, the PCs just have to run away from the warehouse. Shortly after they run, there is a massive explosion as a stormtrooper sets off the explosives. A massive fireball barrels through the tunnel (unless the PCs have blocked it up somehow to prevent this very thing from happening). Give them a Reflex save to duck into the sewer muck before the fire reaches them (DC 17). The channeled explosion does 10d6 fire damage, no damage if they save.

Once the building blows, the PCs are free and clear. Any remaining stormtroopers will be too busy clearing out the mess to deal with them. They can return to the spaceport and depart.

## **Rooftops**

This is the exciting, epic, action climax scene. The PCs get to bolt out on the rooftop, running away from the warehouse before it explodes, pursued by skiff-mounted stormtroopers.

The hard part here is to keep them running. It's a chase, and it isn't a very exciting chase if they don't run.

## **Mind the Gap**

The PCs can freely run across to the next building, with no sign of pursuit. Keep them out of combat time for now. It's a two-meter jump to the next building (DC 10 for a running jump, DC 16 for a standing jump). Not all the PCs have ranks in Jump, so they may want to try something clever involving rope. They do have a little time.

There are 5 stormtroopers in the alley. Make them roll a Move Silently check when they jump across. Unless they roll a natural 1, they don't get heard. Of course, if they do anything to attract the stormtroopers' attention, the stormtroopers get attacks of opportunity whenever they try to jump.

Two rounds after the stormtroopers below realize the PCs are there or once half the PCs are across (whichever comes first), the skiff comes arcing up over the roof.

The drop is 16 meters (a painful fall). If the PCs want to try to climb down here, they can. It is a bad idea, but they can do it anyway.

## **Step Up**

From the jump, it's 10 meters across the next roof to the next obstacle. The building after that is about a meter taller. The PCs can easily get up onto the roof, as a move equivalent action.

Eight stormtroopers will jump off the skiff on this roof, pursuing forward after the PCs

## **Step Down**

From there, it's another 20 meters to the end of that roof, which has a 1-meter drop off. The PCs can drop that distance for free, and use the roof for 1/2 cover in fighting the stormtroopers. If they drop, they can get better cover.

As they take out the skiff, read aloud:

*As the last Stormtrooper falls, a horrifying noise reaches your ears- the whine of a repulsorlift engine. A second skiff, laden with more stormtroopers, crests over the tops of the buildings. "There they are!" shouts the leader, as he draws a bead on you...*

*And suddenly, the night sky is alive with fire, as the warehouse explodes behind them. The skiff tips up forward, out of control, as stormtroopers fly everywhere.*

Give the PCs a Reflex save (DC 17) versus 5d6 fire damage, save for half.

The stormtroopers are pretty much out of the picture now. Those that survived the blast are trying to figure out what happened and deal with the ensuing chaos. The PCs can find a way down at their leisure, blend into the crowd, and make their way back to their ship.

## **Conclusion**

Once the PCs have returned to their ship and determined the nature of the Holostick, read the following aloud. If you have music, this would be the time to start the closing credits cue. Tailor the individual character moments if necessary.

*With a spark and a whirr, the navicomputer processes the data fed into it from the holostick. It displays the coordinates encoded, a remote world in the Outer Rim called Dantooine.*

*The screen wipes to the planet Dantooine, as the Wasaka makes its approach. You are soon hailed by Prince Torrin and his band of insurrectionists from the planet's surface, and given landing coordinates. Your safe arrival is joyously received by all, and the things you bring—a princess of the Royal House of*

*Daimar, a live Jedi, and a wealth of valuable intelligence—will be a boon to their cause.*

*Prince Torrin addresses you. “My friends, what you have brought us is invaluable, and we treasure it beyond telling. Our numbers are still few though, and the Empire is still mighty. If there is more you can offer, we would welcome it gladly. Will you join us in our struggle against the Empire?”*

Give each PC a chance to answer. Presumably, they’ll all go for it, though Nib might be a bit up in the air. If Nib looks like he’s going to waver, Torrin points out that his eyes and ears alone would be useful to the cause. Once they have all answered:

*Torrin nods, pleased. “Then welcome to you all. And may the Force be with us.” With that he steps forward to shake your hands, as the camera pulls back and the credits roll.*

**The End**

## Generic NPC Stats

### Imperial Stormtrooper:

Human Thug 4: Init +0; Defense 15 (+4 armor); Spd 10m; VP/WP -/12; Atk +4 melee (1d3 punch), +4 ranged (3d8, blaster rifle); SQ Immunities to bribe, blackmail, seduction, rout; SV Fort +4, Ref +1, Will +1; Rep 1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Stormtrooper power armor, blaster rifle, fragmentation grenade, grappling hook, comlink, utility belt.

Skills: Climb +3, Intimidate +4, Jump +3, Knowledge: Imperial Army +2, Profession: Stormtrooper +4, Spot +2.

NOTE: stormtroopers tend to use Cooperatoin rules to fire.

### Imperial Officer:

Human Noble 2/Soldier 4/Officer 2; Init +1 (Dex); Defense 20 (+1 Dex); Spd 10m; VP/WP 30/10; Atk +6/+1 melee (1d3, punch), +7/+2 ranged (3d6, blaster pistol); SQ Call in a favor, inspire confidence +1, leadership; SV Fort +6, Ref +5, Will +6; SZ M; FP 1; DSP; 2; Rep 6; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 14.

Equipment: Blaster pistol, comlink, datapad, uniform, rank insignia.

Skills: Astrogate +7, Bluff +10, Computer Use +8, Demolitions +7, Diplomacy +8, Gather Information +11, Intimidate +12, Knowledge (military history) +9, Knowledge (military vehicles) +6, Knowledge (Imperial Army) +8, Repari +5, Pilot +7, Sense Motive +5, Survival +5.

Feats: Point Blank Shot.

### Daimaran Pilot:

Human Thug 4: Init +0; Defense 14 (+4 armor); Spd 10m; VP/WP -/12; Atk +4 melee (1d3 punch), +4 ranged (3d8, heavy blaster); SV Fort +4, Ref +1, Will +1; Rep 1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Flight suit, heavy blaster, comlink.

Skills: Climb +4, Jump +4, Knowledge: Daimar Navy +2, Pilot +4, Profession: Pilot +4, Spot +2.

## GM Character Stats

### Malik

Rodian translator. Malik's chief interest is himself. He's an obsequious weasel, desperate to survive in this Imperial order. He fawns and scrapes and bows, 'cause he thinks it gets him what he wants. He's not terribly cunning about it. He'd sell out a friend if his life depended on it, but he would never sell out Nib's sister, with whom he is desperately and unrequitedly in love.

Rodian Administrator 4: Init +1 (+1 Dex); Defense 12 (+1 Dex); Spd 10m; VP/WP -/8; Atk +1 melee (1d3 punch), +2 ranged (3d4, hold-out blaster); SV Fort +0, Ref +1, Will +4; Rep 1; SZ M; Str 9, Dex 12, Con 8, Int 12, Wis 9, Cha 12.

Equipment: Datapad, comlink, hold-out blaster

Skills: Bluff +7, Computer Use +5, Diplomacy +4, Knowledge (local) +10, +1 Listen, Profession (translator) +6, +3 Search, Sense Motive +3, +1 Spot.

Languages: Rodese, Basic, Shryiiwook, Twi'lek, Quarren, Dosh

Feats: Dodge, Skill emphasis (Knowledge: local)

### Ballon

Toydarian merchant. He plays big and friendly, very jovial, but he's very shrewd underneath. He definitely has sympathies against the Empire, and has been secretly aiding Prince Torrin. He's not a hero, but he's willing to help.

Toydarian Diplomat 8: Init +0; Defense 13 (+1 SZ); Spd 10m flying, 6 m walking; VP/WP -/9; Atk +4 melee (1d3, punch), +5 ranged (3d4, hold out blaster); SQ Flight, Immune to Sense Force; SV Fort +1, Ref +2, Will +7; Rep 3; SZ S; Str 8, Dex 10, Con 9, Int 12, Wis 12, Cha 14.

Equipment: Datapad, hold out blaster.

Skills: Appraise +15, Bluff +6, Computer Use +6, Diplomacy +16, Gather Information +8, Hide +4, Profession (trader) +15, Sense Motive +8.

Feats: Skill Emphasis (Appraise), Skill Emphasis (Diplomacy), Skill Emphasis (Profession: trader).

### Sskal

Trandoshan thug. He ain't bright, he ain't witty. He's Ballon's bodyguard and bouncer. Without Ballon, Sskal is pretty much lost.

Trandoshan Thug 6: Init -1 (Dex); Defense 12 (+2 class, -1 Dex, +1 species); Spd 10m; VP/WP -/18; Atk +9/+4 melee (2d6+2, vibroblade) +5/+0 ranged (3d6, blaster pistol); SQ 20m darkvision; SV Fort +6, Ref +2,

Will +2; FP 0; DSP 2; Rep 3; SZ M; Str 16, Dex 9, Con 12, Int 8, Wis 10, Cha 9.

Equipment: Blaster pistol, vibroblade.

Skills Intimidate +6, Jump +5

Feats: Toughness x2, Weapon Group Proficiency (vibroweapons).

### Tarula

A Dug, generally an unlikable race. He plays this role, acting stupid and pugnacious, to get people to underestimate him. In reality, he is shrewd and competent. He is extremely practical and rather acerbic to those that aren't quite as sharp as he.

Dug Scoundrel 6/Scout 2: Init +3 (Dex); Defense 23 (+3 Dex, +1 SZ); Spd 6m; VP/WP: 33/8; Atk: +6 melee (1d6, punch), +8 ranged (3d4, hold out blaster); SQ Sneak attack +2d6; SV Fort +3, Ref +9, Will +6; FP 2; DSP 2; Rep 3; SZ S; Str 10; Dex 16, Con 8, Int 12, Wis 12, Cha 14.

Equipment: Forged Ids, Electronic listening devices, lockpicks.

Skills: Bluff +13, Computer Use +9, Disable Device +4, Disguise +5, Escape Artist +7, Forgery +4, Gather Information +16, Hide +18, Knowledge (communication networks) +11, Listen +10, Move Silently +9, Search +10, Sense Motive +6, Spot +7.

Feats: Low Profile, Track, Martial Artist.

### Emthuul

A Gloorag, a long snake-like race (see in-text description). He is a friendly, chatty bartender. He doesn't generally get involved in interpersonal dealings. He has a reputation for staying neutral in all disputes. But he knows how difficult the Empire has made things for people, and is willing to give shelter to those trying to flee their tyranny.

Gloorag Bartender Dipomat 6/Expert 6: Init -3 (Dex); Def 9 (+4 class, -3 Dex, -2 species); Spd 1m; VP/WP -/19; Atk +10/+5 melee (1d6, punch), +2/-3 ranged; SQ Toughness, +10 whenever opposing Sense Motive rolls; SV Fort 7, Ref 1, Will 12; FP 1; DSP 2; Rep 10 (local); SZ H; Str 20, Dex 4, Con 16, Int 14, Wis 14, Cha 18.

Equipment: Bar, cups, beverages

Skills: Bluff +9, Diplomacy +9, Profession (bartender) +7, Sense Motive +12.



## Vehicle Stats

**Craft: Imperial TIE Fighter;** Class: Starfighter; Size: Diminutive (6.3m long); Crew: 1 (Skilled +4); Passengers: None; Cargo Capacity: 65 kg; Consumables: 2 days; Hyperdrive: None; Maximum Speed: Ramming; Defense: 24 (+4 size, +10 armor); Shield Points: None; Hull Points: 60; DR: 5.

Weapon: Laser cannons (2 fire-linked); Fire Arc: Front; Attack Bonus: +12 (+4 size, +4 crew, +4 fire control); Damage: 5d10x2; Range Modifiers: PB -2, S -4, M/L n/a.

**Craft: Imperial Blockade Cruiser;** Class: Space Transport; Size: Small (42m long); Crew: 16 (Skilled +4); Passengers: 6 (prisoners in brig); Cargo Capacity: 200 metric tons; Consumables: 3 months; Hyperdrive: x1; Maximum Speed: Ramming; Defense: 21 (+1 size, +10 armor); Shield Points: 60; Hull Points: 150; DR: 10.

Weapon: Laser cannons (4); Fire Arc: 2 Front, 2 turret; Attack Bonus: +10 (+1 size, +4 crew, +5 fire control); Damage: 5d10x2; Range Modifiers: PB +0, S +0, M/L n/a.

Weapon: Concussion missile launcher (6 missiles); Fire Arc: Front; Attack Bonus: +10 (+1 size, +4 crew, +5 fire control); Damage: 7d10x2; Range Modifiers: PB +0, S/M/L n/a.

**Craft: Imperial Star Destroyer;** Class: Capital; Size: Colossal (1,600 m long); Crew: 12,000 (Normal +2); Passengers: 9,700 (troops); Cargo Capacity: 36,000 metric tons; Consumables: 6 years; Hyperdrive: x2; Maximum Speed: Cruising; Defense: 12 (-8 size, +10 armor); Shield Points: 300; Hull Points: 700; DR: 30.

Weapon: Turbolasers (60); Fire Arc: 4 batteries front, 4 batteries left, 4 batteries right; Attack Bonus: +6 (-8 size, +2 crew, +8 fire control, +4 battery fire); Damage: 5d10x5; Range Modifiers: PB -6, S -4, M -2, L +0.

Weapon: Ion cannons (60); Fire Arc: 4 batteries front, 3 batteries right, 3 batteries left, 2 batteries rear; Attack Bonus: +3 (-8 size, +2 crew, +5 fire control, +4 battery fire); Damage: Special; Range Modifiers: PB -6, S -4, M -2, L n/a.

Weapon: Tractor Beam Projectors (10); Fire Arc: 6 front, 2 left, 2 right; Attack Bonus: +2 (-8 size, +2 crew, +8 fire control); Damage: Special; Range Modifiers: PB -6, S -4, M/L n/a.

**Craft: Imperial Armored Transport Skiff;** Class: Ground (Speeder); Size: Huge (9.5m); Crew: Trained +7 (1 pilot); Passengers: 20 or cargo; Cargo Capacity: 135 metric tons; Speed: 20m; Altitude: up to 20m; Defense: 15 (1/4 cover to passengers); Hull Points: 30; DR: 5; Weapons: None.

**Daimar Fighter;** Craft: Daimar Fighter; Class: Starfighter; Size: Tiny (16m long); Crew: 1 (Skilled +4); Passengers: None; Hyperdrive: None; Maximum Speed: Attack; Defense: 22 (+2 size, +10 armor); Shield Points: 50; Hull Points: 120; DR: 5.

Weapon: Laser cannons (2 fire-linked); Fire Arc: Front; Attack Bonus: +10(+2 size, +4 crew, +4 fire control); Damage: 5d10x2; Range Modifiers: PB 0, S -2, M/L n/a.

## **Player Handout #1- Daimar Knowledge. To be read by Komain, Wilena, and Sliver.**

Daimar is a lush, prosperous world. Its inhabitants are mostly human, though the sector of space is predominately Rodian. Daimar is a large trading center, a major stop on the Rodian Trade Routes. Human traders tend to prefer to stop at Daimar, rather than on alien worlds. Additionally, because of its pleasant climate and peaceful reputation, many non-humans would prefer to stop there, rather than stopping some of the rougher regions of the sector.

There has often been bad blood between the Daimarans and their neighbors. Many Rodians feel that Daimar takes away money that should be theirs. Problems have ranged from privateering to attempts to relocate the hyperspace trade routes to bypass Daimar all together. Several conflicts, ranging from border skirmishes to all out warfare have erupted over the last 50 years, collectively known as the Trade Conflicts.

Daimar is a no-holds barred monarchy, ruled entirely by the King. The King makes all appointments, including Senatorial appointments, with no checks or balances. Despite the potential for abuse in this governmental system, the current dynasty is well liked and well respected. The current monarch is King Mitar, a man of honor and principle.

Daimar was fiercely loyal to the Republic. When Palpatine declared himself Emperor, Daimar was among the handful of worlds that refused to accept his rule. As a result, the Empire besieged the planet. The blockade has been in place for several months, with periodic bombardments. Daimar's planetary reserves are drying up. There is little hope to expect that they can withstand the Imperial might much longer.

Mitar had three children, two males, one female. Prince Rondar, heir to the throne, is still on planet, standing at his father's side. Princess Erra was killed during the Clone Wars and is survived by her daughter, Princess Wilena. Prince Torrin was off world when the blockade began. His current whereabouts and activities are unknown to the general populace, though it is largely rumored that he is alive and fighting against the Empire to free Daimar.

## **Player Handout #2- The Wasaka**

Craft: Modified transport; Class: Transport; Size: Small (30m long); Crew: 1-6; Passengers: 6; Cargo Capacity: 100 metric tons; Consumables: 2 months; Hyperdrive: x1; Maximum Speed: Attack; Defense: 21 (+1 size, +10 armor); Shield Points: 60/60/60/60 (see text); Hull Points: 180; DR: 10.

Weapon: Laser cannons (2 fire-linked); Fire Arc: Front; Attack Bonus: +7 (+1 size, +6 fire control); Damage: 5d10x2; Range Modifiers: PB +0, S +0, M/L n/a.

Weapon: Quad laser cannons (2); Fire Arc: Turret; Attack Bonus: +7 (+1 size, +6 fire control); Damage: 6d10x2; Range Modifiers: PB +0, S +0, M/L n/a.

Weapon: Concussion missile tubes (2 fire-linked, 4 missiles each); Fire Arc: Front; Attack Bonus: +7 (+1 size, +6 fire control); Damage: 9d10x2; Range Modifiers: PB +0, S/M/L n/a.

The *Wasaka* has abnormal shields. There are 60 shield points per quadrant, front, aft, right, left. Points may be moved between functional shield generators by a Computer Use check at a DC of 5 +1/5 points of shields moved. If a shield takes more than twice as much damage as it has shield points remaining, that shield generator is fused and is inoperable until repaired.

## **Player Handout- Wasaka Pilot**

In order to jump to hyperspace, you must first escape the planet's gravity well. This requires 10 Increase Distance actions from the planet. They do not have to be consecutive actions, and they are unopposed by the planet.

These Increase Distance actions do not count as Increase Distance from enemy ships. Only from the planet. However, they do not preclude you from opposing any attempts by the enemy to close.

Once out of the planet's gravity well, you can jump to hyperspace as soon as the Astrogator has calculated a hyperspace route.

## **Player Handout- Wasaka Astrogator**

It takes a base of 10 rounds to compute an Astrogation course. You may choose to compute faster, at a cost of +2 DC for every round by which you shorten the time. It will take the pilot a minimum of 5 rounds to escape Daimar's gravity well, so you won't be able to jump to hyperspace for at least five rounds.

The *Wasaka* has a navicomputer that will offer a bonus to your roll. However, unless you are Grouaggerl, you're not sure how to work it. You think you might be able to figure it out...

## **Player Handout- Wasaka Turret Gunner #1**

Weapon: Quad laser cannons

Fire Arc: Turret

Attack Bonus: +7 (+1 size, +6 fire control)

Damage: 6d10x2

Range Modifiers: PB +0, S +0, M/L n/a.

Attack Bonus Modifiers are added to your attack roll. If you do not possess the Starship Operation: Transports Feat, all attack rolls are made at a -4 penalty.

## **Player Handout- Wasaka Turret Gunner #2**

Weapon: Quad laser cannons

Fire Arc: Turret

Attack Bonus: +7 (+1 size, +6 fire control)

Damage: 6d10x2

Range Modifiers: PB +0, S +0, M/L n/a.

Attack Bonus Modifiers are added to your attack roll. If you do not possess the Starship Operation: Transports Feat, all attack rolls are made at a -4 penalty.

## **Player Handout- Wasaka Forward Gunner**

Weapon: Laser cannons (2 fire-linked)

Fire Arc: Front

Attack Bonus: +7 (+1 size, +6 fire control)

Damage: 5d10x2

Range Modifiers: PB +0, S +0, M/L n/a.

Weapon: Concussion missile tubes (2 fire-linked, 4 missiles each)

Fire Arc: Front

Attack Bonus: +7 (+1 size, +6 fire control)

Damage: 9d10x2

Range Modifiers: PB +0, S/M/L n/a.

Note: At longer ranges, missiles may be fired after a missile lock has been obtained. See Missile rules for further details.

Attack Bonus Modifiers are added to your attack roll. If you do not possess the Starship Operation: Transports Feat, all attack rolls are made at a -4 penalty.

## **Player Handout- Wasaka Shields/Sensors**

Shields:

Front: 60

Left: 60

Right: 60

Rear: 60

The *Wasaka* has abnormal shields. There are 60 shield points per quadrant, front, rear, right, left. Points may be moved between functional shield generators by a Computer Use check at a DC of 5 +1/5 points of shields moved. If a shield takes more than twice as much damage as it has shield points remaining, that shield generator is fused and is inoperable until repaired.

Sensors:

Roll Computer Use to check the sensors.

# Senator Alet Komain

Human Male, Soldier 4/Noble 2

**Age:** 53

**Height:** 1.9 m

**Weight:** 105 kg

**Eyes/Hair:** Blue/Silver

**Appearance:** a proud man, his military bearing visibly at odds with his common clothing.

**Spoken Languages:** Basic, Rodese

**Written Languages:** Basic

## Ability Scores

Ability	Score	Mod
Str	13	+1
Dex	16	+3
Con	11	+0
Int	12	+1
Wis	18	+4
Cha	10	+0

**Vitality:** 42

**Wound Points:** 11

**Speed:** 10m

**Run Speed:** 40m

**Force Points:** 3

**dark side Points:** 0

**Reputation:** 8

## Combat

**Initiative:** +7 (+3 Dex, +4 Improved Init)

**Defense:** 18 (+5 Base, +3 Dex)

**Ranged:** +8

**Melee:** +6

## Saving Throws

Save	Score	Base, Ability Modifier, Misc.
<b>Fort</b>	+4	(+4 Base, +0 Con)
<b>Reflex</b>	+6	(+3 Base, +3 Dex)
<b>Will</b>	+8	(+4 Base, +4 Wisdom)

Skills	Total	Ranks	Ability	Misc	Untrained	Ability
Appraise	+ 1		1		Yes	Int
Astrogate	+ 0		1		No	Int
Bluff	+ 2		0	2	Yes	Cha
Climb	+ 1		1		Yes	Str
Computer Use	+ 8	7	1		Yes	Int
Craft	+ 1		1		Yes	Int
Demolitions	+ 0		1		No	Int
Diplomacy	+ 0		0		Yes	Cha
Disable Device	+ 0		1		No	Int
Disguise	+ 0		0		Yes	Cha
Entertain	+ 0		0		Yes	Cha
Escape Artist	+ 3		3		Yes	Dex
Forgery	+ 1		1		Yes	Int
Gather Information	+ 0		0		Yes	Cha
Handle Animal	+ 0		0		No	Cha
Hide	+ 3		3		Yes	Dex
Intimidate	+ 10	5	0	5	Yes	Cha
Jump	+ 1		1		Yes	Str
Knowledge						
(military)	+ 13	9	1	3	No	Int
(politics)	+ 4	3	1		No	Int
Listen	+ 4		4		Yes	Wis
Move Silently	+ 3		3		Yes	Dex
Pilot	+ 7	4	3		Yes	Dex
Profession						
(Soldier)	+ 11	7	4		No	Wis
(Diplomat)	+ 7	3	4		No	Wis
Repair	+ 4	3	1		No	Int
Ride	+ 3		3		Yes	Dex
Search	+ 1		1		Yes	Int
Sense Motive	+ 9	5	4		Yes	Wis
Sleight of Hand	+ 0		3		No	Dex
Spot	+ 4		4		Yes	Wis
Survival	+ 4		4		Yes	Wis
Swim	+ 1		1		Yes	Str
Treat Injury	+ 7	3	4		Yes	Wis
Tumble	+ 0		3		No	Dex

**Feats:** Weapon Proficiency: Simple Weapons, Weapon Proficiency: Blaster Pistol, Weapon Proficiency: Blaster Rifle, Weapon Proficiency: Heavy Weapons, Weapon Proficiency: Vibro Weapons, Armor Proficiency: Light, Armor Proficiency: Medium, Armor Proficiency: Heavy, Heroic Surge (Extra action x2 per day), Improved Initiative (+4 Init Bonus), Skill Emphasis (+3 to Skill Bonus: Intimidate, Knowledge: military), Fame (+3 Reputation), Persuasive (+2 Bluff, Intimidate)

**Equipment:** Commoner's Outfit, All Temperature Cloak, Blaster Pistol (3d6, 20 crit), Code Cylinder, Credit Chip (2300 dinari)

**Class Abilities:** Inspire Confidence +1 (Grant allies bonus to attack, skill check, and Will save), Call In A Favor x1

## **Character background – Senator Alet Komain**

You come from humble origins. Your father never had anything but the shirt on his back and the strength in his heart, and you deeply admired the man. You were drafted into military service during the Trade Conflicts 35 years ago. You demonstrated an able mind for tactics, were quick to act, and worked your way up the ranks in short order.

After years of successes as a military leader, you were appointed to fill Daimar's seat on the Galactic Senate. You were quite wary. You detested the political bickering and pettiness that characterized the Senate in those days. But you had a duty to serve, and so you went to Coruscant.

Your reputation was impeccable, and you always acted as your conscience dictated. You were not very popular among the other Senators, but you were respected by those who noticed such things. No one was more relieved when Chancellor Palpatine replaced Valorum and promised to end the petty bickering in the Senate.

You never thought things would come to this. When Palpatine declared himself Emperor, you immediately returned to Daimar, fully prepared to publicly stand against him no matter the cost.

### **Personality**

You are a proud and honorable man. You have served the people of Daimar as a soldier and as a general. You, a man of action, not words, did your best to speak for them in the Galactic Senate. Though you were not a politician, you stood for them. Now Daimar stands alone against the greatest enemy it has ever faced. And your sovereign ruler has ordered you to flee.

You are disgusted by the number of worlds that have meekly accepted Palpatine's rule, and stand fully behind King Mitar's decision not to submit. Your place is here. You have stood for your people for years. You would rather stand here and die with them than run. But you have been given an order by your King. You don't have to like it. But you have to do it.

### **The Mission**

King Mitar has ordered you to leave Daimar and flee to a world called Byrsym. You know a great many things from your time in the military and the Senate, things that could

be damaging to the Empire. Mitar feels that this information must remain free, out of the hands of the Empire. You know of weapon stockades scattered throughout the system; of the advantages and disadvantages of Imperial ship designs; of the pulse of Galactic politics.

Mitar feels that the things you know are vital to the survival of any sort of rebellion. You don't dispute its importance. But you would rather stay here.

### **First impressions**

**Grouaggerl:** Wookies are a valiant and honorable race. This one seems a bit eccentric, very outgoing for a Wookie. You hope he is dependable.

**Nib Nubbu:** Sullustans are great to have around in a pinch. They're quick and clever. Still, this one is a convicted scam artist. You'll trust his dedication to the mission, but you wouldn't do business with him.

**Shen-ji Collun:** Whatever Mitar may think you have to offer the galaxy, all reports indicate that the Jedi are extinct. If that's the case, her survival may be far more important than yours. It's clearly safer for a Jedi on the run than it would be to stay here and wait for the Empire to catch her.

**Sliver:** A Daimar Intelligence Operative. He thinks highly of himself. It's not entirely undeserved, but he could stand a little humility. He's reported to you before, and he is extremely reliable.

**Princess Wilena:** The Princess is the only member of the Royal Family you aren't comfortable around. You never had children of your own, and don't really know what to say to them. She is her grandfather's granddaughter, no mistake, and you are very fond of her. You just don't know how to show it. Regardless of your discomfort, she lost her parents years ago, and is now losing her grandfather. You're one of the few people that she has left in the Galaxy. This is a role it is your duty to fill.

# Grouaggerl

Wookie male, fringer 6

**Age:** 75

**Height:** 2.5 m

**Weight:** 161 kg

**Eyes/Hair:** Brown/Brown

**Appearance:** an immense Wookie in hodge-podge armor, tool belt at his waist, bowcaster on his back.

**Spoken Languages:** Shyriiwook, Basic (understand only)

## Ability Scores

Ability	Score	Mod
Str	20	+5
Dex	16	+3
Con	14	+2
Int	10	+0
Wis	10	+0
Cha	7	-2

**Vitality:** 50

**Wound Points:** 14

**Speed:** 10m

**Run Speed:** 40m

**Force Points:** 3

**dark side Points:** 0

**Reputation:** 2

## Combat

**Initiative:** +3 (+3 Dex)

**Defense:** 18 (+5 Base, +3 Dex)

**Ranged:** +7

**Melee:** +9

## Saving Throws

Save	Score	Base, Ability Modifier, Misc.
<b>Fort</b>	+7	(+5 Base, +2 Con)
<b>Reflex</b>	+6	(+3 Base, +3 Dex)
<b>Will</b>	+2	(+2 Base, +0 Wisdom)

Skills	Total	Ranks	Ability	Misc	Untrained	Ability
Appraise	+ 0		0		Yes	Int
Astrogate	+ 11	9	0	2	No	Int
Bluff	- 2		-2		Yes	Cha
Climb	+ 7		5	2	Yes	Str
Computer Use	+ 4	4	0		Yes	Int
Craft	+ 0		0		Yes	Int
Demolitions	+ 0		0		No	Int
Diplomacy						
+5 (to buy or sell)	- 2		-2		Yes	Cha
Disable Device	+ 1	1	0		No	Int
Disguise	- 2		-2		Yes	Cha
Entertain	- 2		-2		Yes	Cha
Escape Artist	+ 3		3		Yes	Dex
Forgery	+ 0		0		Yes	Int
Gather						
Information	- 2		-2		Yes	Cha
Handle Animal	+ 0		-2		No	Cha
Hide	+ 3		3		Yes	Dex
Intimidate	+ 6	4	-2	4	Yes	Cha
Jump	+ 10	5	5		Yes	Str
Knowledge	+ 0	0	0		No	Int
Listen	+ 0		0		Yes	Wis
Move Silently	+ 3		3		Yes	Dex
Pilot	+ 11	6	3	2	Yes	Dex
Profession	+ 0	0	0		No	Wis
Repair						
+2 (Jury rigged repairs).						
+2 (equipment bonus).	+ 9	9			No	Int
Ride	+ 3		3		Yes	Dex
Search	+ 0		0		Yes	Int
Sense Motive	+ 0		0		Yes	Wis
Sleight of Hand	+ 0		3		No	Dex
Spot	+ 2	2	0		Yes	Wis
Survival	+ 6	4	0	2	Yes	Wis
Swim	+ 5		5		Yes	Str
Treat Injury	+ 0		0		Yes	Wis
Tumble	+ 0		3		No	Dex

**Feats:** Weapon Proficiency: Simple Weapons, Weapon Proficiency: Blaster Pistol, Weapon Proficiency: Bowcaster, Starship Operation (space transports), Martial Artist (1d6 unarmed, 20 threat), Spacer

**Equipment:** Tool Belt, Hobbled Armor, Bowcaster (3d10, 19-20 crit), Space Transport- *Wasaka*



**Class Abilities:** Jury Rig +2 (+2 Repair bonus to quick and dirty fixes), Survival +2 (Skill bonus), Barter (+5 Diplomacy to buy or sell), Wookie Rage (+4 Str, +12 vitality, +2 Fortitude, Will, -2 Defense for 7 rounds)

## **Character background - Grouaggerl**

Your family was stranded on a harsh, desert world when you were just a baby. No sentient inhabitants, only fierce creatures who understood only the Laws of Tooth and Claw. It was a struggle to survive, but your parents and sisters worked tightly together. You pitched in when you were old enough. You were an adult by Wookie standards when you were finally rescued.

Your family had spoken much of Kashyyyk, and you were curious to see it. But you were never comfortable there. It was too green, too moist and too lush by far. The rest of your family, who had grown up there, felt right at home again. You were an outsider in your own home.

Ultimately, you chose to leave, hoping you might find someplace you could be comfortable. You discovered you had something of an aptitude for technology. Your youth had taught you to be quite resourceful. Everything you own you have made yourself, from your personal armor to your starship, the *Wasaka*.

You were on your way to Kashyyyk for your father's tricentennial, passing through Daimar, stopping to tighten a few bolts and see if you could trade services for a few new parts, when the Empire began its blockade. With no alternative but to wait it out, you found many odd jobs to do. Parts had become scarce, and your resourcefulness and ability to work with whatever was available caught the eye of the Palace.

## **Personality**

While you were quite close with your own family, you felt like an outcast among them back on Kashyyyk. You have never really found a place where you feel you belong. Wookies are, by nature, a social race, but you have yet to find your own particular society. You crave the company of people. You tend to be very outgoing and friendly. After all, being friendly is the best way to make friends, isn't it?

This social problem is the only problem you've ever run into that you haven't been able to solve. Everything else, you somehow manage to find a way to make it all work out. You're confident in your ability to handle any situation, no matter how bleak it may seem.

## **The Mission**

You were approached by envoys of the King. He wishes his granddaughter to remain safe and out of Imperial hands, and asked if you would be willing to

attempt to run the Imperial blockade to get her to safety on a world called Byrsym. They had heard of your resourcefulness after you helped with some maintenance work in the Royal Hanger. Also, your ship is one of the few on Daimar that would not be instantly recognized as Daimaran.

You can relate to this familial loyalty. With sufficient distraction, you are confident you can successfully make it past the blockade. The cause is just, and there may not be anyone else capable of helping out. Besides, you want to get off world to see how your own family is faring in this new age of Empire.

## **First impressions**

**Senator Alet Komain:** This one seems very formidable for a human. He could probably stare down a Wookie.

**Nib Nubbu:** Sullustans bother you. They are too friendly, too forward. Especially this one. You can see it in his eyes. It's as if he's trying to figure out how he can get you to do what he wants.

**Shen-ji Collun:** There is great pain in this Jedi's eyes. She has come upon hard times, and is not dealing very well with it. Perhaps you can help her learn to adapt.

**Sliver:** This one seems very aloof, as if he is distancing himself from those around him. Why would he do that?

**Princess Wilena:** This little one is barely a cub, even by human standards, but she seems very proud, very sure, very strong. She has an impressive personality for one so young. She has been sent away from her family. This is something you can relate to.

# Nib Nubbu

Sullustan male, Scoundrel 6

**Age:** 27

**Height:** 1.3 m

**Weight:** 59 kg

**Eyes/Hair:** Black/None

**Appearance:** a Sullustan with a gleam in his eye, dressed in a prisoner's jumpsuit, hands locked in binders.

**Spoken Languages:** Basic, Rodian, Sullustan

**Written Languages:** Basic, Rodian, Sullustan

## Ability Scores

Ability	Score	Mod
Str	10	+0
Dex	20	+5
Con	10	+0
Int	14	+2
Wis	8	-1
Cha	17	+3

**Vitality:** 29

**Wound Points:** 10

**Speed:** 10m

**Run Speed:** 40m

**Force Points:** 3

**dark side Points:** 0

**Reputation:** 3

## Combat

**Initiative:** +9 (+5 Dex, +4 improved init)

**Defense:** 22 (+7 Base, +5 Dex,)

**Ranged:** +9

**Melee:** +4

## Saving Throws

Save	Score	Base, Ability Modifier, Misc.
<b>Fort</b>	+2	(+2 Base, +0 Con)
<b>Reflex</b>	+10	(+5 Base, +5 Dex)
<b>Will</b>	+1	(+2 Base, -1 Wisdom)

Skills	Total	Ranks	Ability	Misc	Untrained	Ability
Appraise	+ 7	5	2		Yes	Int
Astrogate	+ 7	5	2		No	Int
Bluff	+ 15	9	3	3	Yes	Cha
Climb	+ 4	2	0	2	Yes	Str
Computer Use	+ 7	5	2		Yes	Int
Craft	+ 2		2		Yes	Int
Demolitions	+ 0		2		No	Int
Diplomacy	+ 7		3	4	Yes	Cha
Disable Device	+ 0		2		No	Int
Disguise						
+2 for acting in character	+ 8	5	3		Yes	Cha
Entertain	+ 3		3		Yes	Cha
Escape Artist	+ 10	5	5		Yes	Dex
Forgery	+ 7	5	2		Yes	Int
Gather Information	+ 14	9	3	2	Yes	Cha
Handle Animal	+ 0		3		No	Cha
Hide	+ 10	5	5		Yes	Dex
Intimidate	+ 3		3		Yes	Cha
Jump	+ 4	4	0		Yes	Str
Knowledge						
(underworld)	+ 6	4	2		No	Int
Listen	+ 6	5	-1	2	Yes	Wis
Move Silently	+ 10	5	5		Yes	Dex
Pilot	+ 8	3	5		Yes	Dex
Profession	+ 0		-1		No	Wis
Repair	+ 0		2		No	Int
Ride	+ 5		5		Yes	Dex
Search	+ 2		2		Yes	Int
Sense Motive	+ 2	3	-1		Yes	Wis
Sleight of Hand	+ 9	2	5	2	No	Dex
Spot	- 1		-1		Yes	Wis
Survival	- 1		-1		Yes	Wis
Swim	+ 0		0		Yes	Str
Treat Injury	- 1		-1		Yes	Wis
Tumble	+ 0		5		No	Dex

**Feats:** Weapon Proficiency: Simple Weapons, Weapon Proficiency: Blaster Pistols, Starship Operation: Space Transport, Improved Initiative (+4 Initiative), Trustworthy

**Equipment:** Prison jumpsuit, binders (locked)

**Class Abilities:** Better Lucky Than Good (Re-roll 1 failed roll), Illicit Barter (+5 Diplomacy on illegal sales), Sneak Attack (+2d6), Skill Emphasis (Bluff), Species Bonus: Climb +2, Listen +2

## **Character background – Nib Nubbu**

It was all just a misunderstanding. Really. You and your sister, Numa Nubbu, never promised that the power cells you sold that merchant were functional. Top of the line, you said, and so they were. Honestly, you didn't think he was smart enough to have noticed until long after you were off world. And you're a pretty good judge of character.

You and your sister move from system to system, scamming anyone you can with a wink and a smile, and making off before the hue and cry starts up. You've been caught a few times, but never gotten into any serious trouble. Not until Daimar, that is.

After that merchant blew the whistle, the authorities were on you like a shot. You tried to talk your way out of it, but the Royal Guard were not inclined to listen. Seems the merchant was a former captain. Bad luck, that.

You and your sister have been in prison for months now. The rumors you've been hearing about what's happening in the galaxy are pretty scary. The Republic replaced by an Empire, and Daimar refusing to submit. Some people just can't read the writing on the wall.

### **Personality**

You've always been good with people. You find it pretty easy to get them to do what you want, just by being nice to them. You are suave and confident, with a big, ready, well-used smile. You get people to like you. They trust you. Most of them, anyway.

There's only one thing in your life that isn't a tradable commodity, and that's your sister, Numa. After your parents were killed in an industrial accident, you raised her. She's the only thing that matters in your life. You haven't seen her since your incarceration, but you hear things through the grapevine, occasionally managing to pass messages or contraband to one another. You have a lot of friends in prison.

### **The Mission**

This morning, some guy (Internal Security if you've ever seen one) made you an offer. You'd be released to help out on some mission they wanted run. There's some information that these people want to smuggle off world before the Empire waltzes in. They needed someone with underworld contacts in some of the local systems to get in touch with an arms dealer named Ballon. You know people all around. In exchange for your complete cooperation, both you and your sister would be free to go. The guy said she was safe, and they could protect her from the Empire. You believed him. You took the deal.

Given what you hear about the Empire's attitudes toward non-humans, it's probably best if you and Numa aren't found in Daimar prisons once this blockade is over. This was the only shot you could see for you and your sister. It's in both of your best interests to see this mission end quickly and successfully.

### **First impressions**

**Alet Komain:** Proud. Stubborn. He's not at all happy about being a part of this mission. What, would he rather stay here and be killed than get off this crazy planet?

**Grouaggerl:** This Wookiee looks pretty gruff, and is definitely looking sideways at you. Best to walk carefully around him. Try to ingratiate him, get him on your side. It's not wise to upset a Wookiee.

**Shen-ji Collun:** A Jedi? Ooh, that's creepy. Those Jedi, they say they can see right through you. She looks pissed, too. You'll watch this one close.

**Sliver:** Judging by the look, this guy's also Internal Security. He looks pretty smug about it, too. It'd be nice to take him down a peg.

**Wilena:** A kid? Hard to imagine what they need her on this mission for. She looks pretty frightened, though she's doing a good job of not letting it show. She's probably not that much younger than Numa.

# Princess Wilena

Human female, Noble 6

**Age:** 15

**Height:** 1.5 m

**Weight:** 62 kg

**Eyes/Hair:** Brown/Brown

**Appearance:** a young girl dressed in a common dress, seemingly unafraid despite the tension in the air.

**Spoken Languages:** Basic, Dosh, Rodian, Shyriiwook,

**Written Languages:** Basic, Rodian

## Ability Scores

Ability	Score	Mod
Str	8	-1
Dex	12	+1
Con	8	-1
Int	16	+3
Wis	16	+3
Cha	19	+4

**Vitality:** 26

**Wound Points:** 8

**Speed:** 10m

**Run Speed:** 40m

**Force Points:** 5

**dark side Points:** 0

**Reputation:** 6

## Combat

**Initiative:** +1 (+1 Dex)

**Defense:** 16 (+5 Base, +1 Dex)

**Ranged:** +5

**Melee:** +3

## Saving Throws

Save	Score	Base, Ability Modifier, Misc.
<b>Fort</b>	+1	(+2 Base, -1 Con)
<b>Reflex</b>	+4	(+3 Base, +1 Dex)
<b>Will</b>	+8	(+5 Base, +3 Wisdom)

Skills	Total	Ranks	Ability	Misc	Untrained	Ability
Appraise	+ 3		3		Yes	Int
Astrogate	+ 0		3		No	Int
Bluff	+ 8	4	4		Yes	Cha
Climb	+ 3	4	-1		Yes	Str
Computer Use	+ 8	5	3		Yes	Int
Craft	+ 3		3		Yes	Int
Demolitions	+ 0		3		No	Int
Diplomacy	+ 16	9	4	3	Yes	Cha
Disable Device	+ 0		3		No	Int
Disguise	+ 4		4		Yes	Cha
Entertain	+ 4		4		Yes	Cha
Escape Artist	+ 1		1		Yes	Dex
Forgery	+ 3		3		Yes	Int
Gather Information	+ 4		4		Yes	Cha
Handle Animal	+ 0		4		No	Cha
Hide	+ 5	4	1		Yes	Dex
Intimidate	+ 6		4		Yes	Cha
Jump	- 1		-1		Yes	Str
Knowledge						
Daimar	+ 9	6	3		No	Int
Listen	+ 3		3		Yes	Wis
Move Silently	+ 5	4	1		Yes	Dex
Pilot	+ 1		1		Yes	Dex
Profession	+ 0		3		No	Wis
Repair	+ 0		3		No	Int
Ride	+ 1		1		Yes	Dex
Search	+ 4	1	3		Yes	Int
Sense Motive	+ 12	9	3		Yes	Wis
Sleight of Hand	+ 0		1		No	Dex
Spot	+ 4	1	3		Yes	Wis
Survival	+ 3		3		Yes	Wis
Swim	- 1		-1		Yes	Str
Treat Injury	+ 3		3		Yes	Wis
Tumble	+ 0		1		No	Dex

**Feats:** Weapon Proficiency: Simple Weapons, Weapon Proficiency: Blaster Pistol, Dodge (+1 defense vs. designated opponent), Quickness (+3 vitality), Skill Emphasis (+3 to Skill Bonus - Diplomacy) Force Sensitive

**Equipment:** Commoner's Dress, All Temperature Cloak, Hold-out Blaster (3d4 damage, 20 crit), Code Cylinder, Credit Chip (2300 dinari)

**Class Abilities:** Inspire Confidence +2 (Grant allies bonus to attack, skill check, and Will save), Call In A Favor x3, Command +2 (Increase cooperation bonus)

Force Skills	Total	Ranks	Ability	Misc	Untrained	Ability	Vitality Cost
<b>Empathy</b>	+ 7	4	3		Yes	Wis	1
<b>Friendship</b>	+ 8	4	4		No	Cha	1

## **Character background- Princess Wilena**

You are Princess Wilena, granddaughter of King Mitar of the Lamont Dynasty of Daimar, Second Heir to the Throne. It is your duty and your birthright. And it is very lonely at the top.

Your father died in a Trade Conflict shortly after your birth. You never really knew him. Your mother was killed during the Clone Wars. Though your grandfather had three children, your mother was his only daughter. He doted on her, much as he dotes on you. He called her “the center of my galaxy”.

Since your mother’s death, you haven’t been so much raised as trained. You see Grandfather infrequently, mostly working with your governess and your tutors and, of course, the Intelligence Operatives assigned to protect you. It’s not that Grandfather doesn’t care. He does care, very much, but he’s had a lot on his mind lately. From what you’ve heard of the present situation, it’s pretty bad. The Republic is no more, having been replaced with an Empire. Your grandfather is adamantly opposed to the Empire. And now he’s more concerned about your safety than ever.

## **Personality**

You understand your duty, and you appreciate it. Someday, the throne will fall to you, and you’ll be ready for it. You’ve worked extremely hard and exceeded everyone’s expectations. You can hold your own in debate or negotiation with any adult, frequently taking the upper hand. You understand the politics and policies of your world quite well. Were it not for all the recent troubles, once you reached your majority, at 16, you would have been given actual diplomatic responsibilities.

You have an excellent, almost intuitive feel for people. You’re constantly amazed that people don’t pick up on personality traits that are perfectly clear to you. [NOTE: This ability is due to Wilena’s Force Sensitivity. She is unaware that she can use the Force. She just acts by instinct. Keep this in mind when using her powers.]

Despite this, the last few years have been very lonely for you without Mother around. You have been forced to grow up far too quickly and often resent that fact. You’ve had few friends, little company. You’d never let on how lonely and hurt you feel. It’s not properly regal. But sometimes, you just slip away, when no one is looking, find a quiet dark place, and cry yourself to sleep.

## **The Mission**

Your grandfather has ordered you to leave with Senator Komain. He’ll take you to your mother’s brother, Torrin, where Grandfather says you’ll be safe. You don’t want to go. You and he fought about it. You would rather stay with him, but you know what will happen if you do. Grandfather knows it too, but he won’t actually say it. All he said is that you have to find Uncle Torrin.

You’re don’t really know any of these people going with you. It feels like being orphaned all over again.

## **First impressions**

**Senator Alet Komain:** You’ve known Senator Komain all your life. Your formal relations are excellent, the model of etiquette. Personally, you don’t know him at all and never have. He’s one of the few officials that is always formal. He is clearly very fond of you, but uncomfortable. He doesn’t know how to show his affection.

**Grouaggerl:** You’ve met Wookies before, but none as big as this one. He’s huge. His appearance leaves you ill at ease, but you can tell that he’s really very lonely on the inside. He’s looking for people he can be with, like a family.

**Nib Nubbu:** Sullustans are a fun people, with quite a sense of humor. This one seems very friendly, but he’s shrewd, you’re sure. Still, you can tell there’s something about this mission he views very seriously. You don’t know what, but it’s there.

**Shen-ji Collun:** You’ve never seen a Jedi look like this. So much pain and hurt behind those eyes. Sadness. And loneliness. Just like you.

**Sliver:** Clearly an Intelligence Operative. You think he’s served on watch duty for you. You slipped away from him. He’ll probably be constantly hounding you. He’s quite concerned about your safety.

# Shen-Ji Collun

Human female, Jedi Guardian 6

**Age:** 24

**Height:** 1.7 m

**Weight:** 78 kg

**Eyes/Hair:** Green/Brown

**Appearance:** a young Jedi *padawan*, her braid draped over her shoulder, the usual calm veneer of her order streaked by lines of deep, unbearable pain.

**Spoken Languages:** Basic, Rodian

**Written Languages:** Basic

## Ability Scores

Ability	Score	Mod
Str	18	+4
Dex	15	+2
Con	18	+4
Int	12	+1
Wis	8	-1
Cha	10	+0

**Vitality:** 72

**Wound Points:** 18

**Speed:** 10m

**Run Speed:** 40m

**Force Points:** 3

**dark side Points:** 3

**Reputation:** 4

## Combat

**Initiative:** +2 (+2 Dex)

**Defense:** 19 (+7 Base, +2 Dex)

21 w/lightsaber ignited

**Ranged:** +8/+3

**Melee:** +10/+5

**Lightsaber:** +11/+6

**w/Battlemind:** +14/+9

## Saving Throws

Save	Score	Base, Ability Modifier, Misc.
<b>Fort</b>	+9	(+5 Base, +4 Con)
<b>Reflex</b>	+7	(+5 Base, +2 Dex)
<b>Will</b>	+2	(+3 Base, -1 Wisdom)

Skills	Total	Ranks	Ability	Misc	Untrained	Ability
Appraise	+ 1		1		Yes	Int
Astrogate	+ 0		1		No	Int
Bluff	+ 0		0		Yes	Cha
Climb	+ 4		4		Yes	Str
Computer Use	+ 1		1		Yes	Int
Craft (lightsaber)	+ 5	4	1		Yes	Int
Demolitions	+ 0		1		No	Int
Diplomacy	+ 0		0		Yes	Cha
Disable Device	+ 0		1		No	Int
Disguise	+ 0		0		Yes	Cha
Entertain	+ 0		0		Yes	Cha
Escape Artist	+ 2		2		Yes	Dex
Forgery	+ 1		1		Yes	Int
Gather Information	+ 0		0		Yes	Cha
Handle Animal	+ 0		0		No	Cha
Hide	+ 2		2		Yes	Dex
Intimidate	+ 0		0		Yes	Cha
Jump	+ 10	4	4	2	Yes	Str
Knowledge						
Jedi Lore	+ 8	7	1		No	Int
Listen	- 1		-1		Yes	Wis
Move Silently	+ 2		2		Yes	Dex
Pilot	+ 2		2		Yes	Dex
Profession	0		-1		No	Wis
Repair	+ 0		1		No	Int
Ride	+ 2		2		Yes	Dex
Search	+ 1		1		Yes	Int
Sense Motive	- 1		-1		Yes	Wis
Sleight of Hand	+ 0		2		No	Dex
Spot	- 1		-1		Yes	Wis
Survival	- 1		-1		Yes	Wis
Swim	+ 4		4		Yes	Str
Treat Injury	- 1		-1		Yes	Wis
Tumble	+ 4	2	2		No	Dex

**Feats:** Weapon Proficiency: Simple Weapons, Weapon Proficiency: Blaster Pistols, Weapon Proficiency: Lightsaber, Force Sensitive, Alter (Telekinesis), Control, Sense, Dodge (+1 defense vs. designated opponent), Mobility (Free movement near opponents), Deflect Blasters (Reflex Save vs. blasters), Lightsaber Defense (+2 defense w/lightsaber)

**Equipment:** Jedi Robes, Lightsaber (3d8+4 damage, 19-20 crit), Aquata Breather, Comlink, Glow Rod, Liquid Cable Dispenser

Force Skills	Total	Ranks	Ability	Misc	Untrained	Ability	Vitality Cost
<b>Battlemind</b>	+ 9	5	4		No	Con	5
<b>Enhance Ability</b>	+ 9	5	4		No	Con	2
<b>Force Push</b>	+ 6	5	1		No	Int	4
<b>Heal Self</b>	+ 8	4	4		Yes	Con	Table
<b>Move Object</b>	+ 6	5	1		Yes	Int	Table
<b>See Force</b>	+ 3	4	-1		Yes	Wis	1

## **Character background – Shen-Ji Collun**

Your Master said you were a mere two months away from your Trials, when the Council would confer upon you the title of Jedi Knight. But now there is no Council. There is no Order. Your Master is dead, and the Jedi are all but extinct. All at the hands of Palpatine and Vader.

You were lucky. Your Master had sent you to Daimar shortly before the troubles started. While many of your skills were excellent, he thought you could use more training in diplomatic measures.

You were on Daimar when it all happened. There was no chance for you to do anything. When the Empire blockaded Daimar, you were stuck here. The remnants of the Jedi were eradicated, and you were unable to do anything. Trapped, helpless while your brethren were killed.

You thought the fear and hatred would consume you, and they nearly did. But King Mitar helped you to stay calm. He reminded you that, as possibly the only remaining member of the Jedi Order, you had a greater duty to the galaxy. He helped you regain your focus.

## **Personality**

You have never entirely been patient. You are a person of action. Your physical skills are finely honed, but you do not tend toward diplomacy. That is more the focus of the Jedi Consulars. At least, it was.

The anger still gnaws at you. You can feel its power. And, while you try to focus on the greater needs of the galaxy, there is a hatred within you that would much rather destroy every servant of the Empire, one by one, slowly and painfully. You couldn't stop them from killing the Jedi. But you can still avenge them. Even if you are consumed in the process...

## **The Mission**

King Mitar helped you through the darkest moments, when you were in the greatest danger of being consumed. There's nothing you wouldn't be willing to do for him. Now, he has asked you to join this mission, specifically to escort Senator Komain to safety in the hands of Prince Torrin, of the Royal House of Daimar. You know that he doesn't just want you there for your abilities. He knows that if Daimar falls, you'll be killed by the Empire. He wants you to go for your safety as well.

## **First impressions**

**Senator Alet Komain:** You've heard of Komain. He's known as a man of honor and principle. Ensuring his survival and safety is more important than anything else you might do. There is much he can offer the galaxy in these desperate times.

**Grouaggerl:** This Wookiee seems aloof. If that makeshift armor of his is any indications, he's certainly quite resourceful. He seems imposing, but there's something very different beneath that.

**Nib Nubbu:** He's a Sullustan criminal. Definitely worth keeping an eye on him. He has some deep, serious agenda relating to this mission.

**Sliver:** The Jedi do not hold with covert operations, at least, not officially, and this man has "covert" written all over him.

**Wilena:** There is something strange about this child. You can't quite tell what. She wears a brave front, but she is young. Far too young to have to go through this. Protecting the innocent is one of the chief honors of the Jedi. You haven't forgotten that.

# Sliver

Human male, Scout 6

**Age:** 35

**Height:** 1.6 m

**Weight:** 77 kg

**Eyes/Hair:** Brown/Black

**Appearance:** dressed in black, an appearance so nondescript it must be carefully cultivated.

**Spoken Languages:** Basic, Binary, Rodian, Shyriiwook

**Written Languages:** Basic, Rodian

## Ability Scores

Ability	Score	Mod
Str	10	+0
Dex	16	+3
Con	11	+0
Int	18	+4
Wis	16	+3
Cha	8	-1

**Vitality:** 38

**Wound Points:** 11

**Speed:** 10m

**Run Speed:** 40m

**Force Points:** 3

**dark side Points:** 0

**Reputation:** 2

## Combat

**Initiative:** +3 (+3 Dex)

**Defense:** 18 (+5 Base, +3 Dex)

**Ranged:** +7

**Melee:** +4

## Saving Throws

Save	Score	Base, Ability Modifier, Misc.
<b>Fort</b>	+3	(+3 Base, +0 Con)
<b>Reflex</b>	+6	(+3 Base, +3 Dex)
<b>Will</b>	+6	(+3 Base, +3 Wisdom)

Skills	Total	Ranks	Ability	Misc	Untrained	Ability
Appraise	+ 4		4		Yes	Int
Astrogate	+ 8	4	4		No	Int
Bluff	+ 2	3	-1		Yes	Cha
Climb	+ 4	4	0		Yes	Str
Computer Use	+ 10	6	4		Yes	Int
Craft	+ 4		4		Yes	Int
Demolitions	+ 10	4	4	2	No	Int
Diplomacy	- 1		-1		Yes	Cha
Disable Device						
+2 electronic security	+ 13	4	4	5	No	Int
Disguise	+ 4	5	-1		Yes	Cha
Entertain	- 1		-1		Yes	Cha
Escape Artist	+ 5	2	3		Yes	Dex
Forgery	+ 7	3	4		Yes	Int
Gather Information	- 1		-1		Yes	Cha
Handle Animal	+ 0		-1		No	Cha
Hide	+ 10	5	3	2	Yes	Dex
Intimidate	- 1		-1		Yes	Cha
Jump	+ 5	5	0		Yes	Str
Knowledge						
(espionage)	+ 9	5	4		No	Int
Listen	+ 12	7	3	2	Yes	Wis
Move Silently	+ 10	5	3	2	Yes	Dex
Pilot	+ 3		3		Yes	Dex
Profession	0		3		No	Wis
Repair	+ 0		4		No	Int
Ride	+ 3		3		Yes	Dex
Search	+ 13	9	4		Yes	Int
Sense Motive	+ 3		3		Yes	Wis
Sleight of Hand	+ 0		3		No	Dex
Spot	+ 11	6	3	2	Yes	Wis
Survival	+ 3		3		Yes	Wis
Swim	+ 0		0		Yes	Str
Treat Injury	+ 4	1	3		Yes	Wis
Tumble	+ 0		3		No	Dex

**Feats:** Weapon Proficiency: Simple, Weapon Proficiency: Blaster Pistol, Weapon Proficiency: Blaster Rifle, Starship Operation: Space Transport, Alertness (+2 Listen, Spot), Cautious(+2 Disable Device, Demolition), Stealthy (+2 Hide, Move Silently), Skill Emphasis (+3 to Skill Bonus – Disable Device)

**Equipment:** Black Outfit, All Temperature Cloak (black), Datapad, Heavy Blaster Pistol (3d8, 20 crit) (modified to look like normal blaster), Hold-Out Blaster (3d4, 20 crit) (in leg holster), Chronometer (built in comlink, built in recording rod), Security Kit (deluxe, +4 Disable Device)



**Class Abilities:** Uncanny Dodge (Dex Bonus to Defense), Uncanny Dodge (Can't be flanked), Skill Mastery (May take 10 anytime to Demolition, Disable Device, Listen, and Search)

## **Character background – Sliver**

You serve the Royal Family of Daimar, without hesitation or regret, as did your father, as did his father before him. You have been in the employ of Daimar Intelligence since you finished your education. Your ability and your family line quickly raised you to a place directly under King Mitar's command. Your principle duties are to investigate threats to planetary security and, more importantly, to the Royal Family.

You've been on countless missions within the sector; intelligence gathering, sabotage, even, when necessary, preemptive assassinations. Not that there's any evidence anywhere to verify any of it.

Strange rumors had been pouring into HQ about events in the galaxy. It was clear that some kind of storm was brewing, but no one saw what was actually coming. You have no idea how it was missed, but however Palpatine did it, your loyalties are still in precisely the same place. Your King asks you to serve against the Emperor. And so you shall.

## **Personality**

Your loyalty is first, foremost, and solely to the Royal Family of Daimar. That's how you've been trained. Every day of your life has been spent in furtherance of that dogma.

You are quite confident in yourself, and quite smug about your position. You know things that no one else knows. You go places no one else is permitted. You have immunity to persecution, on Daimar at least. There are no rules for you. In spite of this, you have never abused your status. The thought would never cross your mind.

## **The Mission**

You were hand-picked for this assignment, due to your unwavering loyalty, your cool head, and your calm methods. Your group is to be entrusted with information that could be very damaging to the Empire. You are to safely get that information to a contact, an arms dealer named Ballon.

You cannot, however, help but notice that Princess Wilena, King Mitar's granddaughter, appears to have been assigned to the mission as well. Technically, seeing to her safety is not your mission priority. But as far as you're concerned, that comes before anything else. Protecting the Royal Family is your primary duty. Always.

## **First impressions**

**Senator Alet Komain:** You've worked with the Senator before. You respect him, but he knows things that you don't. That's irksome. It might be nice to see what you can glean from him.

**Lt. Grennit Mun:** You'd prefer if they'd sent someone a little more seasoned, but your records indicate that there's no one more skilled.

**Grouaggerl:** You've looked at his ship. By all rights, it shouldn't fly, yet it does. Anyone resourceful enough to put a transport together with spit and a hydrosponder is someone well worth having around.

**Nib Nubbu:** You're not sure why a Sullustan criminal is being brought with you, and you don't particularly like that. But you've been assured that he has incentive to cooperate. They wouldn't tell you what, though, which you also didn't like. You may need to remind him of his incentive from time to time, to keep him in line.

**Shen-ji Collun:** Jedi aren't fond of covert ops. You'll have very different ideas on how to proceed than she will. Hopefully, she won't get in your way. Jedi make great allies, but you're not sure how stable this one is.

**Princess Wilena:** She's Mitar's granddaughter no doubt about that. You've spent some time guarding her. She often tries to sneak away from her protection, but you can usually stay with her. You won't let her slip away here.